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DOOMMNL 01-D19605-1D

POCKET CHECKLIST

DOOM

™

INSTRUCTION BOOKLET

THIS PUBLICATION SUPERSEDES DOOMMNL 01-D19305-1C DATED 1 JULY 2021,CHANGED 15 MARCH 2022, WHICH SHOULD BE REMOVED FROM THE FILES AND DESTROYED.

ISSUED BY AUTHORITY OF THE CHIEF OF PLANETARY OPERATIONS AND UNDER THE DIRECTION OF THE COMMANDER, RADIOACTIVE WASTE SYSTEMS COMMAND.

MATURE M AGES 17+

Williams
Williams Entertainment Inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

POOMMNL 02-0950524-1D

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DOOMMNL 02-D950524-1D

WARNING: Never Try to Insert or Remove a Game Pak When the Power is ON!

GETTING STARTED

- Turn the power OFF on your Super NES®.
- Make sure a Controller is plugged into the #1 Port on the Super NES® System.
- Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in place.
- Turn the power switch ON.
- After the Title Screen disappears you will be at the beginning of the first level. Press START to bring up the Main Menu.

THIS PRODUCT IS NOT DESIGNED FOR USE WITH THE SUPER NES® MOUSE, SUPER NES® SUPER SCOPE OR SUPER NES® MULTI-PLAYER ADAPTERS.

DOOMMNL 02-D950524-1D

USING THE MAIN MENU

MAIN MENU

If you hit **START** from game play, you will bring up the Main Menu. Press up/down on the Control Pad to move the skull icon next to your desired selection. Then press the **A Button** to activate the selection. If you're in a game, you can bring up the main menu at any time by pressing **START**. To exit the menu press **START** again. The **B Button** will also exit the menu.

RESTART LEVEL: Use this if things aren't going your way.

NEW GAME: If you want to jump into the action select this. First, DOOM™ will ask you which Difficulty. Then DOOM™ will ask you which Level. To make the levels more challenging, you will need to select a harder difficulty level Each difficulty level differs in the toughness of the enemies you'll face.

OPTIONS:

SOUND: ON or OFF.
MUSIC: ON or OFF.

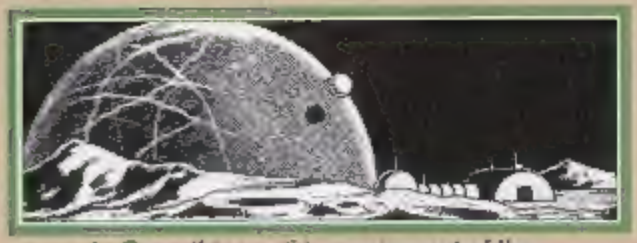
Press the **A Button** to toggle between ON and OFF.
When you're finished customizing, push START.

THE STORY SO FAR

You're a Marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to Mars, home of the Union Aerospace Corporation. The UAC is a multi-planetary conglomerate with radioactive waste facilities on Mars and its two moons, Phobos and Deimos. With no action for 50 million miles, your day consists of suckin' dust and watchin' restricted flicks in the rec room.

For the last four years the military, UAC's biggest supplier, has used the remote facilities on Phobos and Deimos to conduct various secret projects, including research on inter-dimensional space travel. So far they have been able to open gateways between Phobos and Deimos, throwing a few gadgets into one and watching them come out the other. Recently however, the gateways have become dangerously unstable. Military "volunteers" entering them have either disappeared or been stricken with a strange form of insanity--babbling vulgarities, bludgeoning anything that breathes and finally suffering an untimely death of full body explosion. Matching heads with torsos to send home to the folks became a full-time job. Latest military reports state that the research is suffering a small set-back, but everything is under control.

A few hours ago, Mars received a garbled message from Phobos. "We require immediate military



support. Something evil is coming out of the gateways! Computer systems have gone berserk!" The rest was incoherent. Soon afterwards, Deimos simply vanished from the sky. Since then attempts to establish contact with either moon have been unsuccessful.

You and your buddies, the only combat troop for 50 million miles were sent up pronto to Phobos. You were ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally, silence. Seems your buddies are dead.

IT'S UP TO YOU

Things aren't looking too good. You'll never navigate off the planet on your own. Plus, all the heavy weapons were taken by the assault team leaving you with only a pistol. If only you could get your hands on a plasma rifle or even a shotgun you could take a few down on your way out. Whatever killed your buddies deserves a few pellets in the forehead. Securing your helmet, you exit the landing pod. Hopefully you can find more substantial firepower somewhere within the station.

As you walk through the main entrance of the base, you hear animal-like growls echoing throughout the distant corridors. They know you're here. There's no turning back now.

OBJECT OF THE GAME

Welcome to DOOM™, a lightning fast virtual reality adventure where you're the toughest Space Trooper ever to suck vacuum. Your mission is to shoot your way through a **22 Level** monster-infested holocaust... Living to tell the tale if possible.

The game play for DOOM™ is quite simple. This is not a cumbersome role-playing game, but an action-oriented slugathon! Also, you don't need super-human reflexes to win - using your wits is IMPORTANT. To escape DOOM™, you need both brains AND the killer instinct.

ACTION

ON-SCREEN INFORMATION

DOOM™ provides on-screen, up-to-the-minute information that you'll need to survive.

1. MAIN AMMO: In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.

2. HEALTH: You start out at 100%, but you won't stay there long. At 0%, it's time to start over. Try a little harder next time.

3. YOUR MUG: This portrait isn't just for looks. As you take damage you'll begin to look like raw hamburger.

4. KEY CARDS: You can see any cards you possess right here. There are three key colors: Red, Yellow and Blue.

5. ARMS: This image shows which weapon you currently have readied.

6. ARMOR: Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might also.

MESSAGES

Often you'll find yourself running over various bonus items and evil artifacts. DOOM™ tells you what you're picking up by printing a message at the top of the game screen.

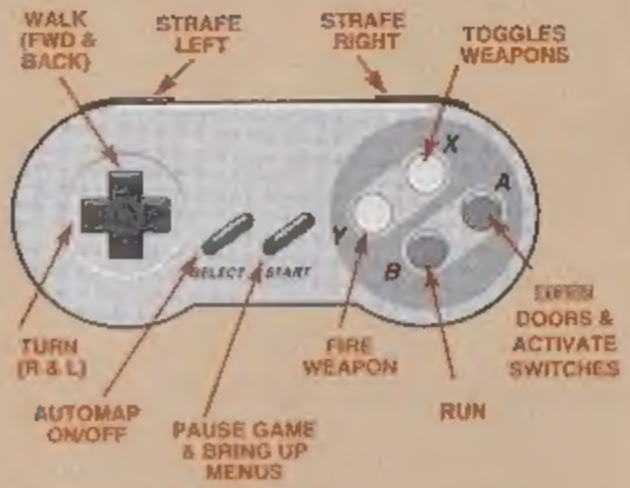
AUTOMAP

To help you find your way around DOOM™, you're equipped with an Automap Device. By pressing SELECT, you replace your normal view with a top-down map of *everything you've seen to date*. The green arrow represents you AND points in the direction you're looking. Pay Attention!

You can zoom in and out by pressing **X** or **Y**.

MOVING IN THE AUTOMAP

Using the control pad, you can move yourself while viewing the Automap. Keep your wits about you because this is dangerous - you can't see or shoot the enemy while viewing the Automap.



WEAPONS CHANGE: **(X Button)** is still active while in Pause mode so you can switch while under attack.

STRAFE: **(L & R Buttons)** moves your firing pattern left or right without turning.

> **TIP:** *Use Strafing to avoid incoming missiles!*

RUNNING: Hold down the **B Button** while pressing the control pad to run.

PICKING UP STUFF: To pick up an object, just walk over it. You're smart - you'll know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the **A Button**. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc.) If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors have security locks and require you to have a color coded (red, yellow, blue) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch.

HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the **A Button**. If you've found a secret door, it will

open for you. There are clues that will reveal a secret door--a wall that's shifted down or a different color, a flashing light on the wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the **A Button**.

TELEPORTERS: Teleporters are identified by a gray or red square on the floor beneath them. To use a teleporter, walk over the symbol.

COMPLETING AN AREA

At the end of each area in DOOM™ there is an Exit Chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber, press the switch inside to exit the area and head onward. When you finish an area, an ACHIEVEMENT SCREEN tallies your performance - hidden regions located, ratio of kills, percentage of treasure found and your completion time.

LEVEL ACHIEVEMENT

ETERNAL LIFE AFTER DEATH

If you die (better luck next time), you restart the level at the beginning. The game remembers what you had when you started the level, so when you choose "restart level" you won't lose anything you've gathered from previous levels. You have no "lives" limit--you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you. Whoa, deja vu.

ARTIFACTS

A few artifacts from the other dimensions are now laying around. You may want them!

HEALTH POTIONS

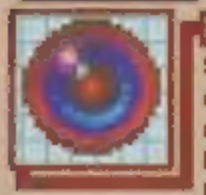
Provides a small boost to your health - even past your normal 100%!

SPIRITUAL ARMOR

Provides a little extra protection above and beyond your normal armor.

SOUL SPHERES

Rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



BLUR ARTIFACTS

Strange orbs that make it difficult for others to spot you. But, the Enemy can still see you if you're too close. Keep your distance and fire away. Duration: Time based.

INVULNERABILITY ARTIFACTS

Products of the anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white--your punishment for being tough. Duration: Time Based.

FIREPOWER

WEAPONS: At first, you only have your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The **X Button** selects the different weapons.

> **TIP:** *If things get tough, you can pause the game (**START Button**) and then use **X Button** to change weapons.*

1. FIST can be used to deliver a punch to the enemies. It will always be with you.

2. PISTOL is your standard military-issue weapon. It will stay with you, so don't forget about it if things get tough.

3. SHOTGUNS deliver a heavy punch at close range and a generous pelting from a distance.

4. CHAIN SAW cuts down the baddies like standing timber, but you have to get close.

5. CHAINGUNS direct heavy firepower into your opponent, making him do the chaingun cha-cha.

6. ROCKET LAUNCHERS deliver an explosive rocket that can turn one bad dude inside-out.

7. PLASMA RIFLES shoot multiple rounds of plasma energy - frying some demon butt!

8. BFG 9000's are the prize of the military arsenal. Great for cleaning the room of an unwelcome guest. Shoot it and see for yourself.

FIRING: To use a weapon, point it at the enemy and press the **Y Button**. If your shots hit a bad guy, he'll fall over dead. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

> **TIP:** *Create chaos among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll damage him for you. It's always best to let the bad guys do the work.*

FIREPOWER

AMMO: Different weapons use different types of ammunition. Running over certain enemies also gives you Ammo.

WEAPON: PISTOL, CHAINGUN

WEAPON: SHOTGUN

WEAPON: ROCKET LAUNCHER

WEAPON: PLASMA RIFLE, BFG9000

You have a maximum limit on the amount of ammo you can carry, too. But, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

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DANGEROUS DOOM™ ENVIRONMENT

Some parts of the DOOM™ environment can be more dangerous than the monsters you'll face. Areas containing radioactive waste or crushing ceilings should be approached with caution.

SLIME & OTHER RADIOACTIVE WASTE:

Many of the areas in DOOM™ contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

HELL SLIME

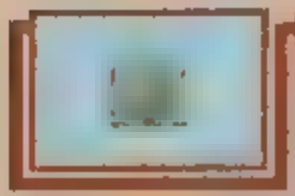
CRUSHING CEILINGS:

Some of the ceilings in DOOM™ can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful, this is no slide on ice!

HEALTH

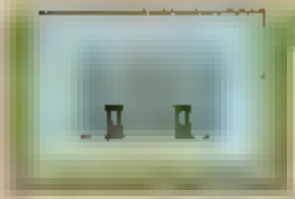
Even for a tough hombre like you, DOOM™ can be a deadly place. Whenever you are injured, the screen will flash red and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING. When you're hurt, you'll want to get healed as soon as possible. Fortunately, you find an abundance of Medkits and Stimpacks littering the base. Grab them if possible.



STIMPACKS

Stimpacks give you a quick injection of booster enzymes that make you feel like a new person--at least to some degree.



Medkits are even better and include bandages, antitoxins and other medical supplies ready to make you hit the ground running.

ARMOR

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.

SECURITY ARMOR

Security Armor is a light weight kevlar vest that's perfect for riot control.

COMBAT ARMOR

Combat Armor is a heavy duty jacket composed of a titanium derivative--useful for protection against real fire power, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're currently wearing.

BARRELS

Barrels should be fired and exploded near enemies. Be careful though, don't get to close to the blast because it will take you out also.

POWER-UPS

Other bits of "challeng ng electronics" may be found in DOOM™ Most of these are pretty darned handy, so grab them when you can These special tems either have a duration of the entire level a specific amount of time or ast prov de an instant benef t A few of them affect your game screen so you can tell when they re active For example when you pick up a radiation suit, the game screen turns green It returns to normal once the effect wears off This is a h nt to get out of the radiation ooze now!

RADIATION SUITS

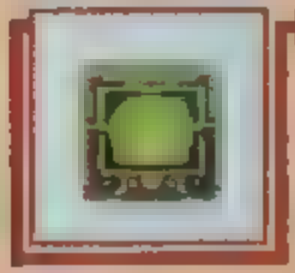
Provide protection against radioactivity, heat, and other low-intensity forms of energy Basically, these suits enable you to wade through radioactive ooze without taking damage While a suit holds out, your screen will have a greenish tint Duration: Time Based

BACKPACKS

ncrease the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition

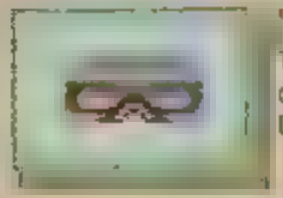
BERSERK PACKS

Heals you plus acts as a super adrenaline rush and enormously boosts your muscle power Since you're already a pretty meaty dude, this mega strength lets you tear ordinary dolts limb from limb and you can even splatter those demons without too much trouble However you've got to use your Fist Attack to get the benefit of the Berserk Attack bonus When you become Berserk your screen will briefly turn red Duration: One Level



COMPUTER MAPS

A handy find. Wi update your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in grey Duration: One Level.



LIGHT AMPLIFIER

These allow you to see clearly even in pitch dark Duration: Time Based

POWER-UPS

RADIATION SUITS

BACKPACKS

BERSERK PACKS

COMPUTER MAPS

LIGHT AMPLIFIER

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ENEMIES

When the Creatures first appeared at the Gateways, their images were captured by remote video cameras. The video data was computer analyzed by the UAC and the results are provided here AND ONLY HERE, to help you determine what you're up against.

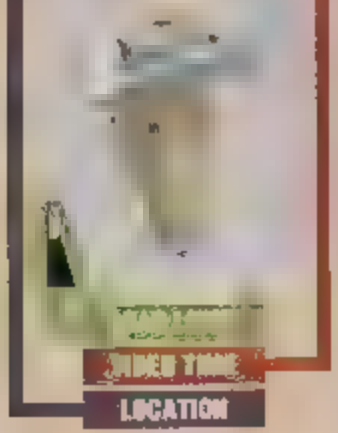
Some call them Demons, some call them Monsters. Whatever they are, they're not of this world and they're waiting for you.

N2

17:48

FORMER SOLDIERS:

Once a Marine always a Marine--except in this case. These guys may look like your old buddies, but now they're nothing more than pistol-toting, bi-pedal maggots. Waste 'em!



VIDEO TIME

LOCATION

U.A.C. DESIGNATION

S5

03:21

FORMER SERGEANTS:

Ditto. Except these guys are meaner, and tougher. These walking shotguns will provide you with a few extra holes if you're not careful.

VIDEO TIME

LOCATION

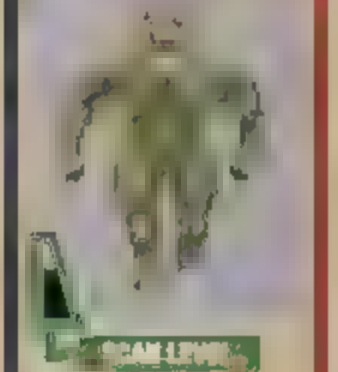
U.A.C. DESIGNATION

W1

11:34

IMPS:

You thought an imp was a cute little dude in a red suit with a pitchfork. Think again. This imp heaves balls of fire down your throat and takes several bullets to die. It's time to find a better weapon than a pistol, if you're going to face more than one of these mutants.



VIDEO TIME

LOCATION

U.A.C. DESIGNATION

E5

SCAN LEVEL

VIDEO TIME 20:17

LOCATION

DEMONS:

Sorta like shaved gorillas, except with horns, big heads and lots of teeth. They don't kill easy. Get too close and they'll rip your sorry head off.

U.A.C. DESIGNATION

W9

SCAN LEVEL

VIDEO TIME 02:47

LOCATION

LOST SOULS

Dumb.
Tough.
Flies.
On Fire.
'Nuff said.

U.A.C. DESIGNATION

E2

SCAN LEVEL

VIDEO TIME 09:35

LOCATION

CACODEMONS:

They float in the air, belch ball-lightening, and have one horrendously big mouth. If you get too close to one of these monstrosities, You're Toast.

U.A.C. DESIGNATION

N3

SCAN LEVEL

VIDEO TIME 22:59

LOCATION

BARONS OF HELL:

Tough as a dump truck and nearly as big, these goliaths are the worst thing on two legs since Tyrannosaurus Rex.

U.A.C. DESIGNATION

ENEMY RECOGNITION

SCAN LEVEL

VIDEO TIME

LOCATION

13:26 **CYBERDEMON:**

Half unfeeling machine, half raging horned devil. This walking nightmare has a rocket launcher for an arm and will definitely reach out and touch you. Make sure you're loaded for bear before you get to this guy.

U.A.C. DESIGNATION

SCAN LEVEL

VIDEO TIME

LOCATION

U.A.C. DESIGNATION

11:11 **SPIDER DEMON:**

Think of the pain a Black Widow causes when you disturb her nest. Then think what happens when you stir up one the size of a of a M60 tank. She shoots a chaingun. Could put a Big Hurt on you.

There is
no Knowledge
that is not Power

Fourteen selectable fighters, including eight new characters, two new bosses and one fighter hidden within the game!

MK3 uses 50% increased image memory for stunning graphic resolution. As well as 12 new 3-D rendered, source-digitized moving backgrounds for a richer depth of field.

Loaded with everything you have been asking for, including six symbol Kombat Kodes that allow you to release more secret powers in the game. 32 mgs of exciting game play - the most ever for a Mortal Kombat game!

MORTAL KOMBAT 3

MORTAL FRIDAY
13 OCTOBER 1995

COMING ATTRACTIONS

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